alien™

TEEN
T
CONTENT RATED BY ESRB

THQ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or Memory Card slots.

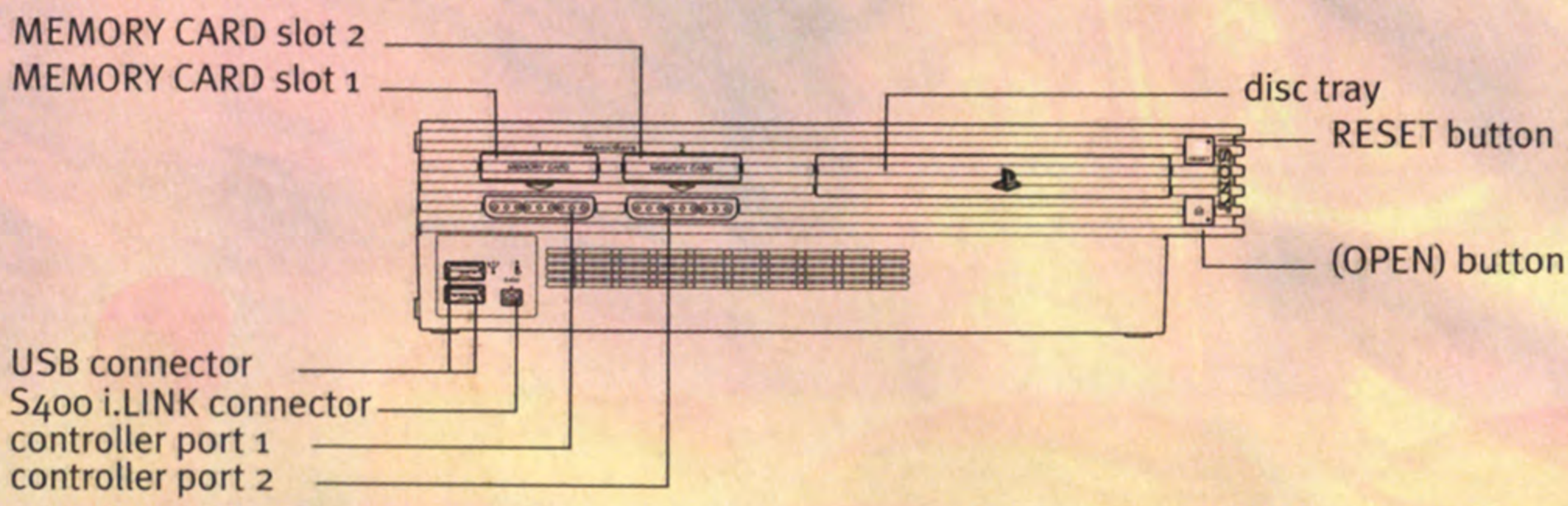
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

contents

02 Getting Started
03 Complete Controls
04 You are Nevin... What's a PolySuit?
06 On-Screen Displays (The HUD)
08 Gameplay and Combat
08 PolySuit Attacks and Combos
08 Sword Form
09 Gun Form
10 Stealth Form
11 Upgrades
11 Powerups
11 Time Dilation
14 Sync Nodes and Master Nodes
16 Echo Nodes and Structures
18 Story Background
21 Friendly Characters
21 Stome
21 Arana
22 Echo
22 Drones
22 Plastid and Plastid Elite
23 Gunner and Gunner Elite
23 Hydra and Hydra Elite
24 Gargoyle
24 Titan and Titan Elite
25 Plast Wraith
25 Enemy Characters
25 Paavo
26 Kess
26 Gherran
26 Other Dangers
28 Saving and Loading
29 Credits
31 Limited Warranty

getting started



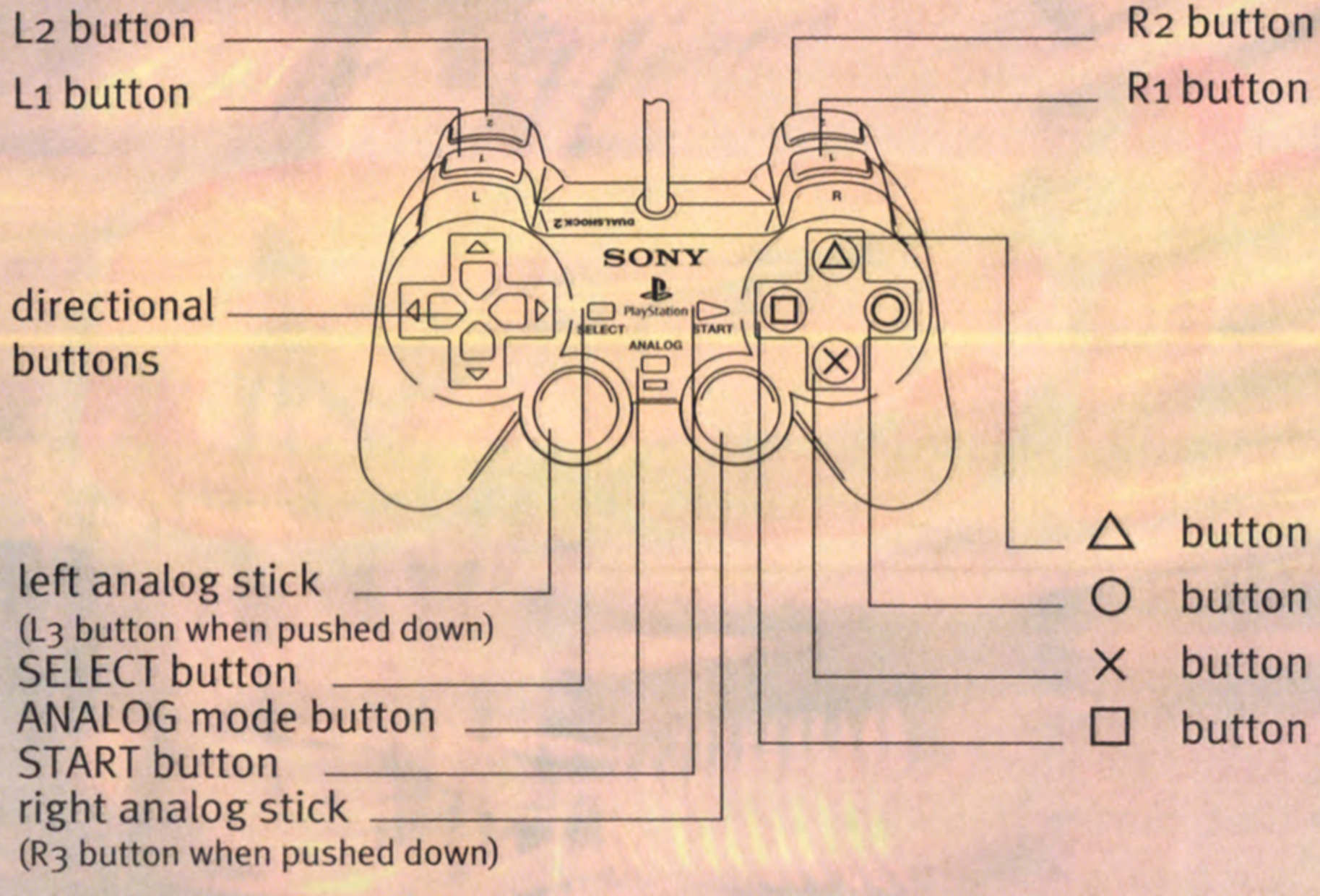
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Alter Echo™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or any memory card (8MB) (for PlayStation®2) containing previously saved *Alter Echo™* games. For more information, see SAVING AND LOADING on page 28.

complete controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BUTTON	ACTION
Right Analog Stick	Camera Movement
Left Analog Stick	Movement
⊗ button	Jump (Sword & Stealth Forms)
○ button	Action/Alternate Attack
□ button	Quick Attack
△ button	Power Attack
↑ ↓ directional buttons	Gun Cycle
L1 / R1 button	Morph (cycle up or down)
L2 button	*Sword Form:* Block *Gun Form:* Bullet Absorb *Stealth Form:* Invisibility
R2 button	Target Cycle
R3 button	Time Dilation

you are nevin...

...and you're armed with the most radical weapon ever. It's a shape-shifting PolySuit, and it can even stop time itself. You're armed and you're dangerous. But you're going to need every advantage you can get, because you're fighting across Proteus, a planet whose very surface is alive—and it's controlled by Paavo, an evil mastermind who, because he's an evil mastermind, seeks to annihilate you.

what's a polysuit?

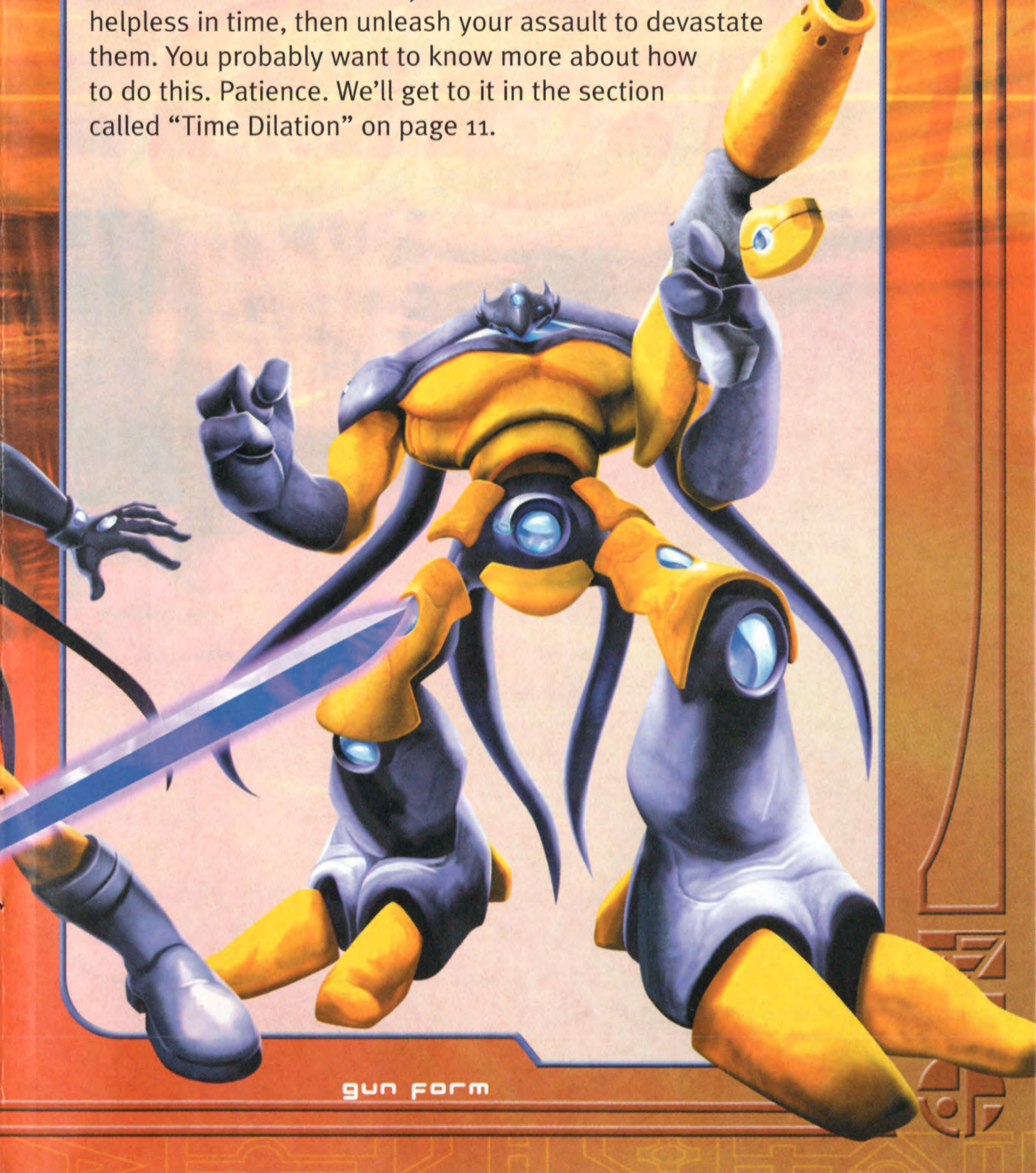
Your battlesuit is fashioned from EchoPlast, the most powerful morphic substance ever known. It's called a PolySuit because it can morph between three different forms, each with unique abilities:

- **Sword Form**—Move quickly, jump and run while slicing and dicing enemies with devastating sword combos.
- **Gun Form**—Transform into a walking tank, a huge cannon- and grenade-launching giant. Annihilate enemies with torrents of gunfire.
- **Stealth Form**—Become invisible, climb special "stealth paths,"and assassinate foes with sneak attacks.

stealth form

sword form

But that's not all... As if three deadly and efficient battle-forms were not enough, your PolySuit goes where no suit has gone before: it can also *Stop Time!* This suit's radically supercharged biocircuitry is so blindingly fast that it outspeeds time itself. Once you learn how to operate your PolySuit, you can use its incredible speed to queue up a chain of awesome attacks while your enemies are frozen helpless in time, then unleash your assault to devastate them. You probably want to know more about how to do this. Patience. We'll get to it in the section called "Time Dilation" on page 11.



gun form

on-screen displays
(T h e H U D)

❶ Health Meter
Displays how much health you have left. Physical attacks deplete your health. Restore health by getting blue powerups or by using blue Health Nodes.

❷ Time Dilation Meter
Measures how much Time Dilation energy your PolySuit has stored for use. Each time you successfully activate a Time Dilation attack, the Time Dilation Meter expends one of your stored TD attacks. Recharge the meter by picking up orange powerups.

❸ PolySuit Energy
A small green bar displays how much energy your PolySuit

has available for special attacks and abilities:

- **Grenade/Grenade Rocket**—This special Gun Form attack drains all PolySuit energy. You can fire a grenade again when the energy has recharged.
- **Boomerang**—This Gun Form attack drains half of the PolySuit's energy.
- **Invisibility**—This special ability of the Stealth Form drains PolySuit energy while in use.

PolySuit energy recharges over time, so watch the little green meter to know when you can use the PolySuit's special abilities again.

❹ Hit/Kill Display

Displays the number of consecutive hits you have landed on opponents and the number of enemies killed.

❺ Plasm Score

Displays the amount of Plasm you currently have stored. Plasm is the raw Plast energy that you can "spend" to improve your PolySuit's abilities at Upgrade Nodes. Plasm is very valuable, so earn all you can.

❻ Chain Level Meter

Displays the Level of the attack chain you are currently building. The more consecutive attacks you land and the more damage you do, the higher the level of your current chain, and the more Plasm you will earn. To keep a chain of attacks going, you must land hits without any significant pauses in between. If an enemy blocks an attack, change your approach and strike a different way quickly to keep your chain going!

❼ Chain Description

Lists the attacks you land on an opponent when you are building a chain.

gameplay and combat

Your PolySuit's extraordinary abilities provide you with a great variety of options when smacking down your enemies. The specific combat moves available at any time vary with the form of the suit you have activated.

Morph Moves

You can further dazzle and destroy your enemies by using special Morph Moves, which are highly effective assaults you unleash on your enemies as you morph from one form to another during a continuing attack chain. For example, you can pounce on an enemy in Stealth Form then morph to Gun Form to give your enemy a taste of the gun barrel—up close and personal. In the same situation, morph to Sword Form to throw your enemy and crack some Plast on the hard ground.

polysuit attacks and combos

Here's a list of moves. Some moves have an optional final component, known as a finisher. For instance, holding the △ button at the end of the Fatal Flurry combo adds a super cool slash-o-matic finishing move. Note that you will have to earn some of these moves by spending Plasm to upgrade your PolySuit and weapons:

SWORD FORM

⊗	Jump
⊗ (in air)	Double Jump

■ or ▲ (in air)	Jump Attack
■, ■, ■	Flashing Sword
▲, ▲, ▲	Razor Sword
■, ▲, ■, ▲, ■, ▲, Hold ▲ (optional)	Fatal Flurry
●	Juggle Slash
Hold L2	Block
Hold L2 + ▲	Darting Slash
Hold L2 + ■	Stun Thrust
Hold L2 + ✕	Roll Rush
▲ (following Roll)	Shoulder Dash
Hold ●, release	Hammer Smash

Sword Morph Moves

When morphing into Sword Form:

Hold ■, ●, ▲, or ✕ + Morph (while on ground)	Morph Push
Hold ■, ●, ▲, or ✕ + Morph (while in air)	Morph Stab

GUN FORM

■	Energy Gun (Plast Bullet, Seeker, Scorcher, Storm Shot)
▲	Grenade (uses PolySuit energy)
press ▲ again	Detonate Grenade
●	Gun Smash
✕	Boomerang (uses PolySuit energy)
Hold L2	Bullet Absorb

Gun Morph Moves

When morphing into Gun Form:

Hold ■, ●, ▲, or ✕ + Morph (while on ground)	Morph Juggle
Hold ■, ●, ▲, or ✕ + Morph (while in air)	Morph Stomp

STEALTH FORM

✕	Jump
✕ (in air)	Double Jump
■ (in air)	Buzzsaw
●	Tongue Grab
●	Tongue Juggle (immediately following a Tongue Grab)
▲	Pounce
■ (while mounted)	Pounce Slap
■, ■, ■, ■ (optional)	Pounce Combo
Hold ●, release (while mounted)	Neck Crush
✕ (while mounted)	Jump off
L2	Toggle Invisibility

Stealth Morph Moves

While morphing into Stealth Form:

Hold ■, ●, ▲, or ✕ + Morph (while on ground)	Morph Lunge
Hold ■, ●, ▲, or ✕ + Morph (while in air)	Morph Buzzsaw

Pouncing Morph Moves

The Stealth Form's pounce attack lets you set up a number of dramatic Morph Moves. After pouncing onto an enemy, you can:

- Morph to Sword form to perform Morph Throw
- Morph to Gun Form to perform Morph Hold, and then press

■	Torture Shot
▲	Hold Bomb, knocking enemy drones over
●	Hold Rocket

upgrades

During the game you will encounter special Upgrade Nodes. In these special areas, you can "spend" the Plasm you have collected to upgrade your PolySuit in a variety of ways. Some of the most important upgrades improve the basic weapons for your Sword and Gun Forms. Others increase your PolySuit's defenses (see Upgrade Nodes, page 17).

powerups

Health
These blue spheres float slightly above the ground. Pick them up to refill a portion of your health meter.

Time Dilation
These floating orange spheres fill a portion of your Time Dilation meter.

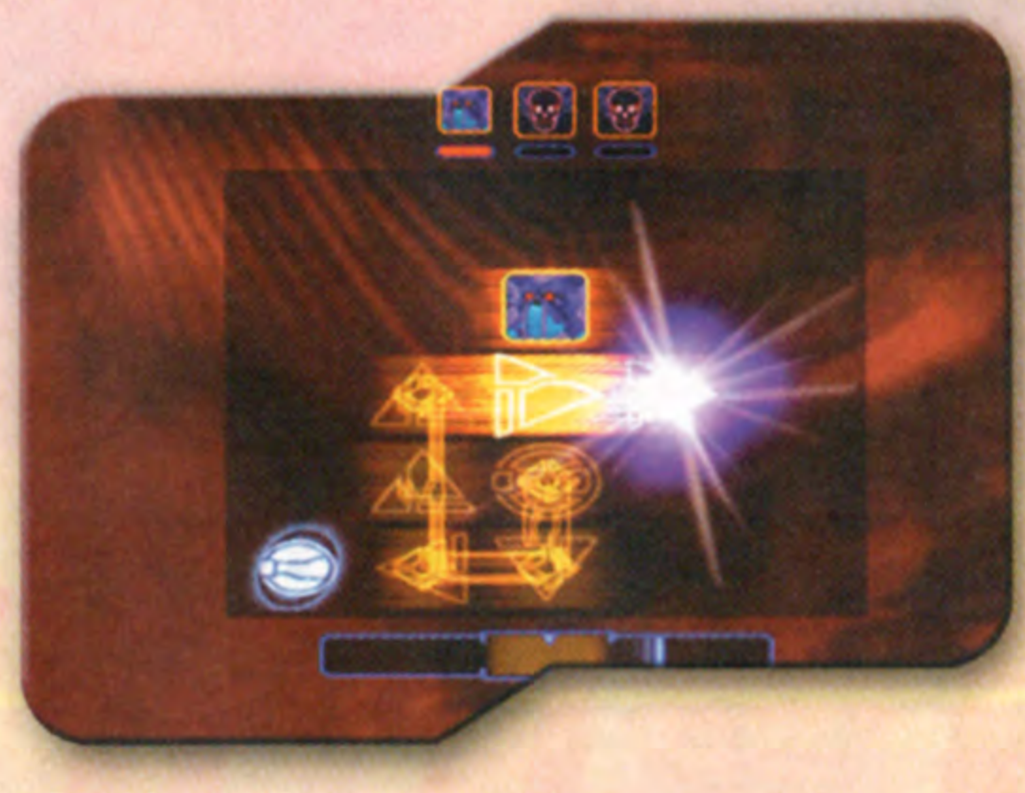
Plasm
When picked up, these green spheres instantly add Plasm to your amount stored. Save up for that wicked upgrade you have in mind.

time dilation

Sometimes it's fun to wade into a small army of bad guys and whack the heck out of them. But then there are those times you want to unleash the ultimate power. That's Time Dilation! That's when you freeze your enemies and uncork your best stuff before they even know what's coming. To use this awesome power, you'll have to collect orange Time Dilation powerups to charge up your TD meter, the orange bar in the upper left-hand corner of the screen.

To enter Time Dilation, press the R3 button when you are within

range of one or more enemies. If an enemy you want to attack isn't targeted, hold the R3 button down and move towards the enemy until a reticule appears around it, then release.



Once you are in altered time, you will see the grid-based Time Dilation display. Each opponent in range is represented by a target icon. Your goal is to build a chain of attacks that will strike as many enemies as possible.

Use the action buttons (optionally, the directional buttons) to build your chain up, down, left and right. The chain will grow in the direction of the button you press. For example, if you hit the △ button, the chain will move up, and if you hit the ○ button the chain will move right.

Oh, but it isn't that easy. You are in altered time, and you can only move on the grid as the energies converge. Watch the glowing icons as they converge on the middle of the screen in a flash of white light. Press the action buttons at just the right time to move. If you are too soon or too late, your Time Dilation attack will end. To help you get a feel for the grid, there is a timing bar at the bottom of the screen. You must hit an action button while the slider is in the middle zone. And the speed of convergence increases as you move across the grid, so you will need complete focus.

Each time you successfully activate a Time Dilation attack, the

Time Dilation Meter expends one of your stored TD attacks, so you will want to make the most of the opportunity. Pick up orange powerups to store up more attack opportunities.

Icons at the top of the screen track the status of your enemies. If your chain does enough damage to kill an opponent, a skull will appear, indicating death. The Time Dilation sequence will end if all opponents in the chain have taken terminal damage, if your timing is off, or if you hit a "blocker" icon. If you have reached at least one enemy on the Time Dilation grid, you will get to watch Nevin execute special devastating attacks on his helpless victims.

Time Dilation Icons

When you are in a Time Dilation grid, you will see various icons, which will vary from one grid to another. There are four special icons in all:

Time Extend—When this icon is tagged, the timing of the combo slows down, making it easier to get long chains. But it's also a little tricky to change your timing so use these with caution!

Blocker—These show up in sync node puzzles, and end your combo if they are hit. Sometimes extra ones will appear while a combo is in progress so be careful!

Enemy—When attacking enemies in Time Dilation, grabbing their icons will include them in the current attack.

Goals—These are goal icons for sync node puzzles, and all of them must be collected in a puzzle to complete it.

POLYSUIT FORMS AND TIME DILATION

Time Dilation works slightly differently, based on the PolySuit form you are using when it is activated.

Sword Form and Gun Form:

- Sword Form can target up to five enemies at close range
- Gun Form can target up to four enemies, but from much farther away
- A target portrait will appear on the grid for each target in range
- Your goal is to build a chain that hits every target portrait on the grid
- The damage you inflict is determined by the overall length of your attack chain. It doesn't matter at what point during the chain you hit a target portrait: every enemy you hit receives equal damage
- Time Dilation will automatically end if you have hit all targets and your chain is long enough to kill every target

Stealth Form:

- Stealth Form can only target one enemy at a time
- A target portrait will appear on the grid for the closest enemy
- Your goal is to build a chain that maneuvers through the grid maze to hit the enemy's target portrait
- A successful attack will kill most enemies instantly, and the resulting shockwave will do some damage to nearby drones and stun them temporarily

sync nodes and master nodes

Running just beneath the surface of Proteus is a massive network of EchoPlast nerve fibers, which form the nervous

system of your planetary ally, Echo. In their natural state, these are gold in color, but Paavo is able to take command of them whenever he wishes, at which point they assume a dark, oily appearance.

To succeed at your mission, you must find a way to liberate Echo's nervous system from Paavo's control. There are two types of nodes that emanate from the surface of the planet: Sync Nodes and Master Nodes. You must convert them with your Shaper power in order to free them.

Sync Nodes

A Sync Node resembles a floating Holographic Node, but there's more to this structure than meets the eye. Sync Nodes are a direct line into the EchoPlast's nervous system, through which you can use your Shaper abilities to alter the environment to your advantage.

Most Sync Nodes start off controlled by Paavo. To capture and activate a Sync Node, approach it and press the ◉ button. You will enter the Time Dilation state where you must complete a grid to gain control of the node. When you have successfully converted the node, the environment will change in some way that is to your advantage (shaping a bridge across a chasm, for example, or melting away a wall to reveal a path onward).

Master Nodes

Master Nodes are major nerve centers that control large portions of the surface of Proteus, often several square miles in area. All Sync Nodes in such an area are subordinate to a governing Master Node, so when you capture a Master Node, you stop Paavo from

controlling the surrounding Plast. As such, Master Nodes are major strategic objectives, and you will fight to free several of them over the course of your adventure, gradually liberating Echo.

To capture a Master Node, approach it and press the ◉ button. As with Sync Nodes, you will enter the Time Dilation state and master the grid to expel Paavo's influence from the node.

echo nodes and structures

Your war against Paavo would probably be futile if not for the constant aid and guidance you receive from your ally, Echo. Because Echo is the mind of the EchoPlast itself, it has a considerable ability to shape useful items to help you. Here are some of the most common:

Health Nodes
These blue holographic projections heal damage to your PolySuit, restoring your health meter. To activate a Health Node, simply step into the hologram and press the ◉ button.

Gun Nodes
These yellow holographic projections mark veins of rapidly replenishing EchoPlast. By "jacking in" to a Gun Node, you can draw upon this Plast and significantly increase your rate of fire. To use a Gun Node, step into the hologram and press the ◉ button. Your viewpoint will change as you become, essentially,

a rotating, rapid-fire gun turret. Use the left analog stick to aim the circular sight at what you want to destroy; press and hold the ■ button and let loose. Use up and down on the right analog stick to change your zoom. You may also shoot rockets from a Gun Node by pressing the △ button. To leave the Gun Node, simply press the ◉ button again or morph to a different form. You can invert the pitch axis of the Gun Node controls on the Options and Pause menus.

Upgrade Nodes

Upgrade Nodes allow you to reshape your PolySuit, augmenting its abilities. Echo is constantly thinking up clever ways to alter the suit and boost your abilities, and you can "purchase" these upgrades by spending Plasm you have accumulated in combat. To use an Upgrade Node move inside the horseshoe and press the ◉ button. A menu screen will appear, showing available upgrades and listing their cost in Plasm. Use the directional buttons to move up and down the menu and the ⊗ button to select an upgrade option. When you have finished selecting new abilities and weapons, exit the Upgrade Node by pressing the △ button.

Upgrade Categories

There are five main categories of upgrades:

- **Sword Form**—Upgrade with new sword moves like the Stun Thrust or Hammer Smash, and deal out more damage.
- **Gun Form**—Load up on high-powered gun attacks such as the Boomerang or the Morph Stomp.
- **Stealth Form**—Get even deadlier with moves like the Neck Crush or the Morph Lunge.
- **PolySuit**—Increase your PolySuit's abilities, adding to health with abilities like Durability or Endurance, or get new abilities such as Time Warp.
- **Weapons**—Use your Plasm to upgrade Nevin's swords and guns. Get new high-powered items such as the Mad Spark or the Scorcher.

Stealth Paths
When a path seems to be a dead end, and there is no way through, look for these glowing blue paths. Echo can sometimes create a route for you to follow, but only when you are in Stealth Form.

Pounce Nubs
Like Stealth Paths, Pounce Nubs help you on your path when all seems hopeless. Paavo will try to close off your route as you approach his den. Pounce Nubs are pure Plast shaped into floating platforms that you can use to cross the occasional chasm. To use Pounce Nubs, approach them in Stealth Form and press the △ button to pounce onto the nearest one. Repeated presses of the △ button will carry you along a chain of pounce nubs.

story background

Morphing PolySuit...*CHECK*. Time Dilation...*CHECK*. Massive amounts of frantic combat...*CHECK*. Okay, great, but how exactly did you end up in this situation?

Multiplast
In the year 2850 A.D., the most precious substance in the universe is Multiplast, an exotic goop found only one place: the planet Proteus. With its unique biocircuitry, Multiplast can be shaped by special psychics called Shapers, into just about anything imaginable. This means that a vehicle, for example, can be shaped from a solid hunk of Multiplast: no need for wires or moving parts. Multiplast is now essential to human technology and huge Multiplast corporations now employ Shapers to produce everything from fashionwear to children's toys to spaceships. Not all Shapers are created equal, however, and the most visionary and creative Shapers achieve the status of celebrities, their names and designs renowned across the Twelve Worlds.

The Grandmaster Shaper

The most famous and brilliant Shaper in recent memory was none other than Paavo, the Grandmaster Shaper for the Stuvelt Corporation. His intuitive understanding of Plast was a thing of legend, and his designs became highly sought after. The richest people in the galaxy paid huge sums to own an original Paavo design.

The Truth Behind the Reputation

Paavo was always a recluse. As time went by, he withdrew more and more from human society, surrounding himself with menacing bodyguards to maintain his seclusion. His Plast designs grew more bizarre as he became more reclusive. In some of his writings, he expressed the wish that he could eliminate the human element from his designs. He sought independence from his employers, but the Stuvelt Corporation was not about to cancel his contract. He was the jewel in their crown. Paavo appeared to give in to the corporation, and proposed a grand project: The Stuvelt Gigantus. It was the largest space liner ever conceived, and the corporate leaders were thrilled. The Gigantus was to serve as a flagship for Stuvelt's prospering economic empire.

Gigantus

The Gigantus exploded in a huge atomic fireball an hour into its maiden voyage. Everyone aboard--over a thousand of the most essential Stuvelt executives and their family members--died. Investigations revealed that a catastrophic reactor failure was the cause of the explosion. But this was Paavo's design... how could he have made such a mistake?

The Secret

Contrary to popular belief, Paavo did not die on the Gigantus. He had made a deal with one of Stuvelt's competitors, the Interstellar Multiplast Systems Corporation. (IMS, often called The Company for short.) A black ops team extracted Paavo

and his bodyguards shortly before the explosion. Paavo was free of his contract, Stuvelt was in ruins, and, best of all, he didn't have to worry about the human element in his designs anymore, just as long as IMS got the rights to whatever he created. A perfect recipe for an evil genius...

Midas Post

Paavo set up shop at Midas Post, located in a remote territory on Proteus owned by IMS, and within a few years he had developed a line of vicious combat drones. These drones were elegant in design and inexpensive to produce, and soon IMS was marketing them as military drones called "Plastids." They were a big hit among core system dictators who needed an affordable means to keep their populations oppressed. As a consequence, IMS profits went through the roof.

EchoPlast

Paavo was never satisfied with the ordinary or even the extraordinary. Only the impossible intrigued him, and so he became increasingly obsessed with a personal vision. Designing trinkets and gadgets was for ordinary Shapers. Paavo's mission was to improve the Plast itself—to create a radically improved kind of Plast with supercharged biocircuitry that could change forms on the fly. This was the Holy Grail of Shapers, and many had tried, but all had failed. No one could pull it off. It was an impossible project. Perfect for Paavo.

He succeeded in three months.

Your Mission

Paavo's radically improved Plast (called EchoPlast) promises a technological revolution and endless profits for IMS. Unfortunately, it appears that the strain of this breakthrough has driven Paavo over the edge. Here is part of a transmission from IMS headquarters:

Nevin, you are the Shaper on this mission. You will accompany elite spec ops troopers Stome and Arana to Proteus. You must make your way to Midas Post and secure Paavo's research while Stome and Arana detain Paavo. This is of the highest priority and ultra-secret, for your eyes only. Do not fail!

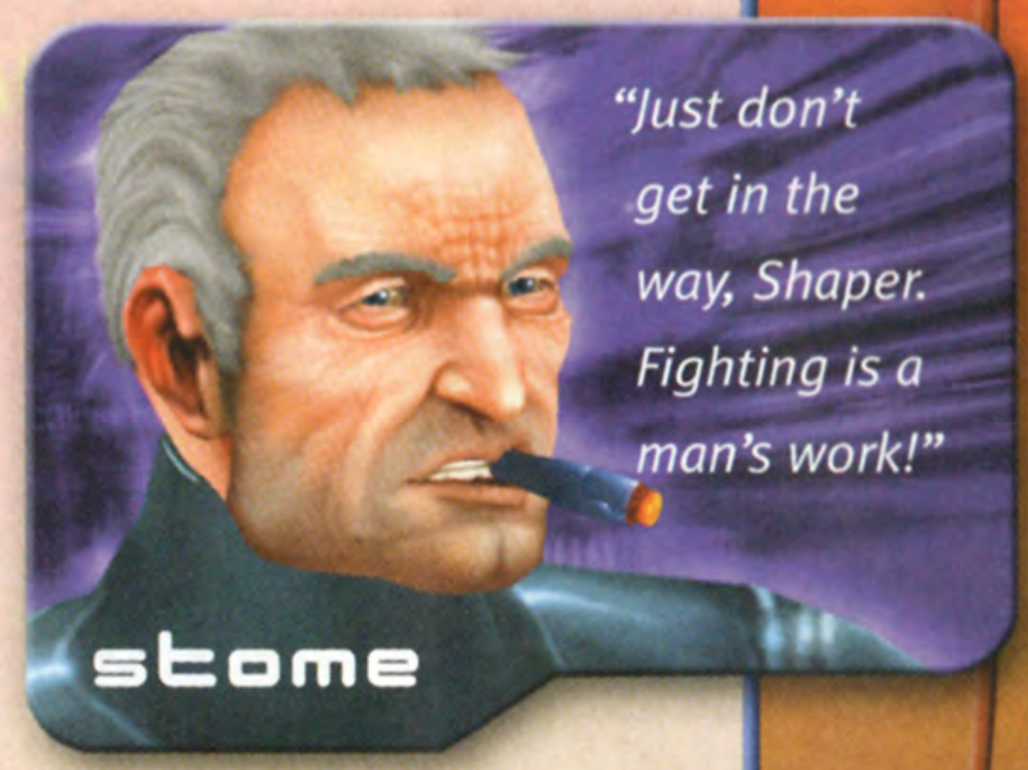
...end of transmission.

friendly characters

You'll need all the help you can get. It's a lucky thing that you have a few friends on this ultimately hostile world. Friends are a rare commodity in such a deadly and unforgiving environment, so be sure to say thanks when they come around.

Stome

He's a grizzled veteran with two decades of dangerous duty to the IMS Corporation under his belt, and he knows exactly what to do in a firefight. Stome is the ranking officer on the mission who views duty and obedience as the center of his universe. He's a crack marksman with an unpopular tendency to run off at the mouth.



Arana

In hand to hand combat, Arana is a graceful killer. She is a master of blade combat and has won many sword-fighting championships on behalf of IMS. Arana is focused and driven, but also practical and, when she's not being a human chopper blade, she can be pretty nice. She has worked with Stome on

several missions and trusts him implicitly, though she thinks he's a bit of a macho dinosaur.

"I am the EchoPlast, Nevin. I am all around you. I am the walls of this room, the ground beneath your feet. I am the suit you wear, that I made for you from my flesh."

Echo

Echo is friendly and seems to be, in some mysterious way, a part of the planet itself. Some complex relationship exists between Echo and the being it calls "Father." Perhaps as you continue your mission, you'll learn Echo's secrets. Meanwhile, you can be glad Echo has allied with you; he has provided you with the amazing fully morph-able, time-stopping PolySuit as well as other assistance as you travel across Proteus in search of Paavo.

drones

For years after his presumed demise in the Gigantus explosion, Paavo devoted his "creative" energies to designing ever more vicious military drones. Called "Plastids," these inhuman creatures sold in droves to the most oppressive regimes throughout the galaxy. They were used to terrify civilians into absolute obedience.

Naturally, Paavo has great faith in his nasty creations, and his response to your arrival is to activate an automated army of these mindless killing machines, whose only mission is to hunt you down and destroy you. Drones are expendable, and, though no one drone can defeat you in your powerful PolySuit, Paavo firmly believes in the superiority of numbers. Your demise is certain. That is, unless you can defeat an army! Can you?

Plastid and Plastid Elite

The simplest of Paavo's malevolent creations, Plastids are armed with swords. Perfect for crowd control. They come in

two varieties: the standard model, and the Plastid Elite, which has a tougher exoskeleton and is therefore harder to destroy.

Gunner and Gunner Elite

Gunners are, not surprisingly, armed with ranged weapons. There are three basic models: Proto Gunner, Grenadier and Melter, and each is tougher and more formidably armed than the last. Watch for the elite versions of Grenadier and Melter, which are even more dangerous.

Hydra and Hydra Elite

This bizarre creation perfectly represents Paavo's twisted imagination. This floating monstrosity hurls balls of destructive energy at its target. That means you, so be

prepared to dodge! The elite version is more resistant to attacks.

Gargoyle
These demonic wing-flappers must have been fashioned from Paavo's very dreams - though most people would call them nightmares. When they first attack, they are immune to Stealth and Sword Form attacks, and will try to impale you on their lancing tongues. But these tricky shades will morph into a new form once you damage them, becoming invulnerable to Gun Form attacks and spewing deadly grenades all around!

Titan and Titan Elite
With a name like Titan, you can bet these towering brutes can knock the Plast right out of you, so it's a good idea to stay away from their "fists of stone." Looks like you'll need your big guns with these dudes, unless, maybe, you can sneak up on them.... They can take a lot of punishment, too, and the elite version will give you even more trouble. Don't mess around with Titans. Just turn them into pebbles.

Plast Wraith
These revolting enemies have an air of the supernatural about them. But then, what's natural in this world? Plast Wraiths can

summon Plast energy and hurl it with cataclysmic force. They are wily and more intelligent than most drones, so exercise caution around them. To make matters worse, the elite version is even more difficult to kill.

More

Paavo will certainly be creating fiendish new enemies, so keep your guard up.

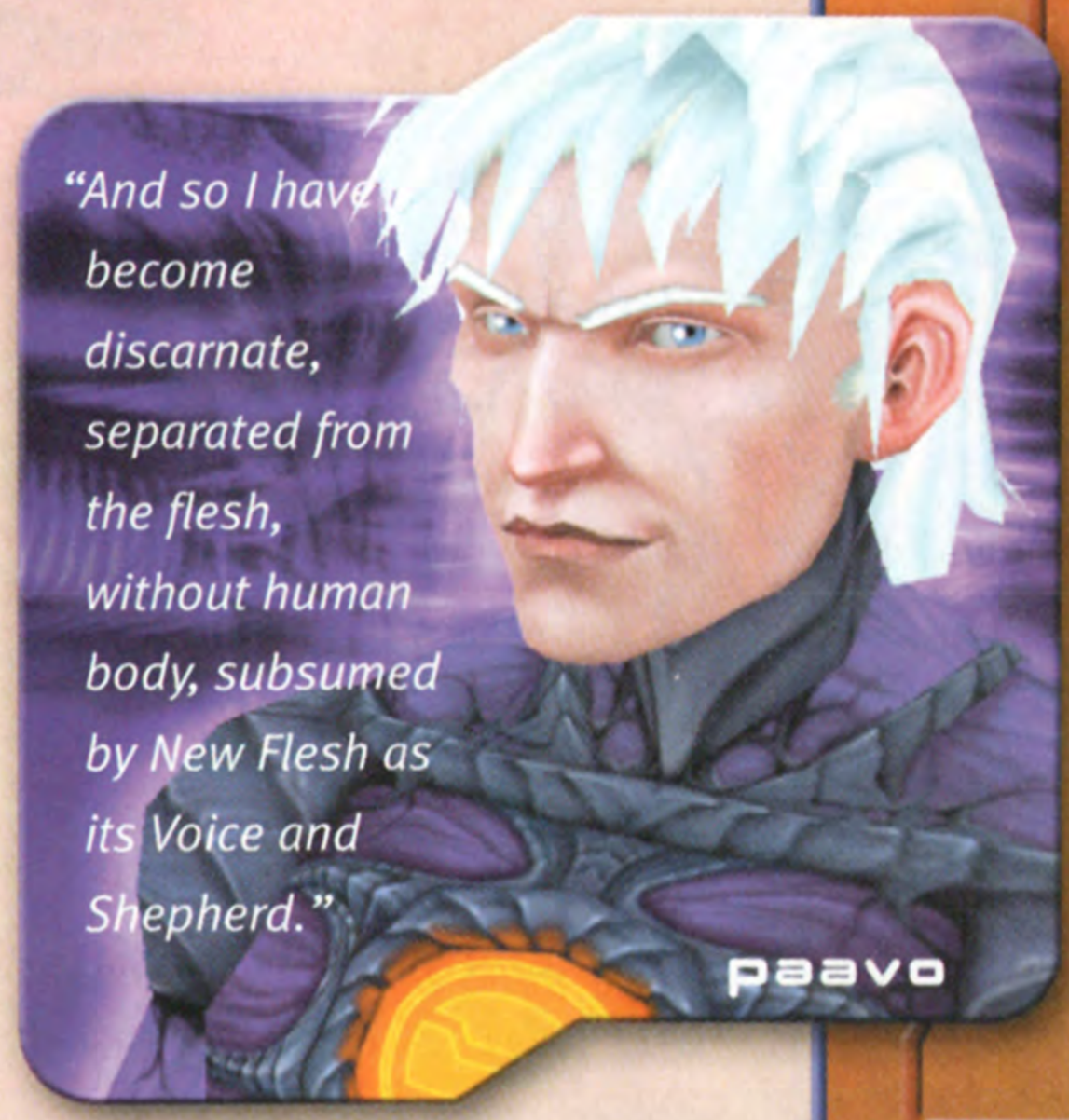
enemy characters

There are inhuman Plastids everywhere. These mindless drones have only one mission - to kill you and your companions. However, though numerous, they are not your most intriguing enemies. You'll find three delightful exceptions to the machinelike Plastids:

Paavo

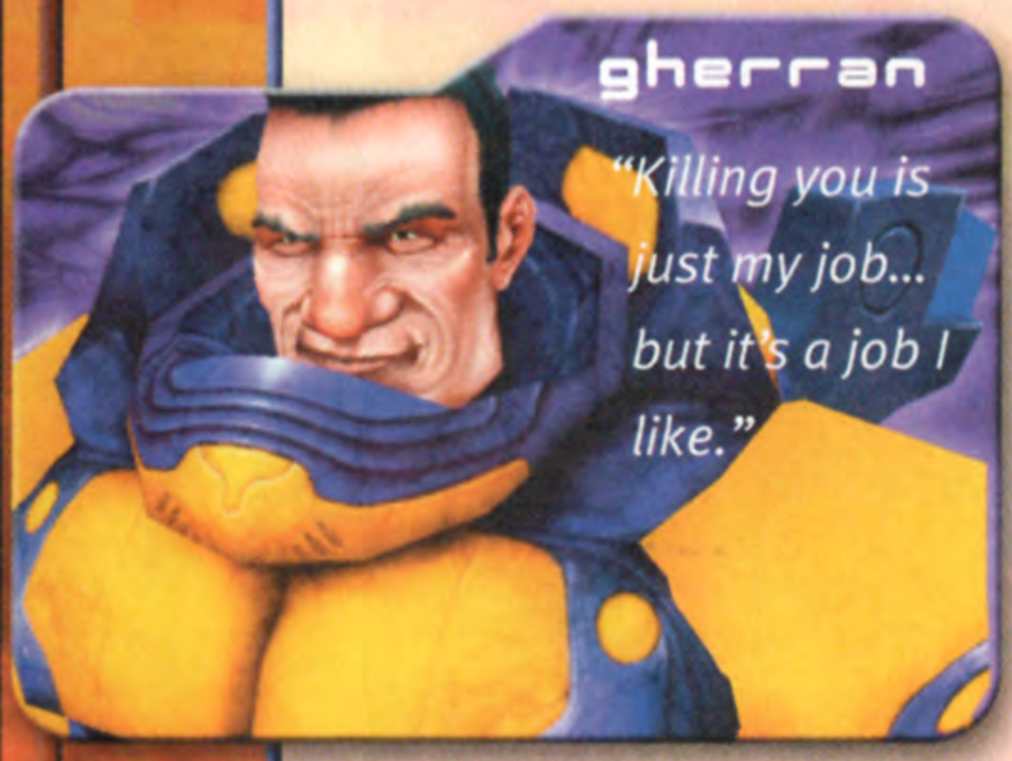
The most brilliant Shaper of his time, Paavo is a paragon of pure intellectual force unencumbered by any moral qualms whatsoever. A mad visionary, he has devoted his life to creating a radically improved form of Plast with startling new attributes. With this new substance, he will remake the world, even the galaxies. He has nothing but disdain for you, and will kill you when it suits him to do so.

Did we say he was mad as a hatter?


"And so I have become discarnate, separated from the flesh, without human body, subsumed by New Flesh as its Voice and Shepherd."
paavo

Kess

A deadly assassin with some anger management issues, Kess could be correctly accused of enjoying her work a little too much. Along with Gherran, her perpetual sidekick, Kess has been one of Paavo's bodyguards for over three years. All the other bodyguards met with, ah, unfortunate accidents. Now that Paavo has created a radically improved kind of Plast, Kess knows that the big payoff is on the way. She's not about to let you or anyone else mess with this meal ticket.



Gherran

Gherran is a pretty straight-forward guy. He likes big guns and explosions. Stuff that involves neither is just dull. Gherran also likes Kess, a whole lot. Kess is smart, and has plenty of ideas where Gherran just has to shoot big guns and blow stuff up. At least he knows what he likes!

other dangers

Paavo commands the EchoPlast from a throne in his towering citadel, and he is able to dominate and twist the landscape to his will. Fortunately, he relies mostly on his automated defenses to defeat you. To confront you directly would be beneath him.

Trap Nodes

Once a Trap Node is activated, a hoard of drones pours forth in waves. The Trap Node itself is protected by a number of energy rings that render it invulnerable to attacks. On the plus side, generating drones gradually weakens the Trap Node, so as you

defeat drones you will notice that the Node's rings disappear one after another. When all the energy rings are gone, the Trap Node is helpless and very destructible. Trap Nodes are automated defenses, and, in addition to the drone army they can deploy, they often provide energy to force fields that block you from continuing along a path. When you destroy a Trap Node, any force field it powers will flicker and disappear.

Spawn Nodes

Spawn Nodes also generate waves of vicious drones, but they are vulnerable to attacks from the moment they appear and are therefore much easier to deal with than Trap Nodes.

Tentacles

Paavo shapes these towering limbs from the EchoPlast. They will attack any non-drone who approaches them (and sometimes drones that get in the way, too). Exercise caution around tentacles. Many are invulnerable to Gun Form attacks, and do considerable damage at close range.

Shock Orbs

One of Paavo's hurried and less sophisticated security systems, these crude sensors will generate a massive blast of lethal electricity if you get near them. To get past them, you will either need to use Invisibility or find some way to disable them.

Seedlings

Hundreds of these mysterious structures are growing rapidly in the regions around Paavo's citadel. They resemble huge fangs hooked in the sky, pointed heavenward. What could be their purpose?

saving and loading

Saving a Game.

When you're up against an evil mastermind who controls the very ground beneath your feet, it's a good idea to save your game frequently. Luckily, Alter Echo gives you the chance to do just that every time you complete a level. Unless you have a morbid fear of in-game menus, it's always best to save your game.

At the end of a level, you'll be asked if you want to continue without saving or if you want to save your game. If you want to continue without saving, press the △ button. To save your game, press the ✕ button. You'll see that the save game menu has spaces for five saved games; simply pick one of the spaces and press the ✕ button.

> **NOTE:** Saving a game will erase the data for any previous saved game stored on that space, so make sure you aren't overwriting another game you have in progress!

Just so you know, a data field at the top right of the save game menu will display the name of the level you've reached (in the format of Chapter: Level), as well as the amount of unspent Plasm you've collected to that point.

When you're done saving your game, press the △ button to exit the menu. Your game will continue at the start of the next level. There are no saves during play, so you'll have to beat the next level to get another chance to save. But surely you're tough enough to handle that.

LOADING

To load a previously saved game, select "Load Game" at the main menscreen and press the ✕ button. This will take you to the Load Game menu. (Its layout is identical to the Save Game menu.) Simply select the saved game you want to load and press the ✕ button. You'll start at the beginning of the level you reached with all the Plasm, upgrades, and time dilation energy you had when you saved after completing the last level.

credits

Outrage Games

Art Lead
Matt Long

Art
Josh Foreman
Jonathan Hackett
Corey Hall
Mike Haney
Ramey Harris
Sung-Young Hong
Dion Hopkins
Joe Jobst
Bart Kaufman
Maxx Marshall
Nick Owens

Design Lead
Andy Crosby

Level Scripting Lead
Luke Schneider

Level Art & Design
Chris Claflin
Darren Dienst
Ben Ridgway
James Zarubin

Design & Level Scripting
Ryan Evans
John Gonzalez
Greg Heath
Raz Mergian
Erick Wujcik

Music & Sound Effects
Jerry Berlongieri

Programming Lead
Chris Pfeiffer

Programming
Marc Hanson
Nate Goudie
Brad Muir
Scott Shumaker
Jeff Slutter
Annie Sullivan
Jeremiah Zanin

Additional Art
Pao Hang

Additional Design
Scott Brodie
Dan Kramer

Additional Programming
Jason Leighton
Herman Miller
Nate Payne

Technical Direction (Animation)
Doug Brooks

Demo Voices
Britta Berlongieri
Scott Fether

Testing Leads
Jason Feyers
Alexander Howlett (Assistant Lead)

Testing
Mark Ashton
Ryan Clegg
Cory Dunham
Chris Gorski
Devin Hailes
Parker Hamilton
Phil Harney
Alexander Jacobson
Jeremy Lee
Ryan Romans
Tod Schlegelmilch
Samuel Serrano
Todd Williams

Web Design
Tim Jessop

Administration
Heather Abner
Jeannie Esper
Beth Jarvis
Michelle Pieske

Systems Support
Jason Chrispen
Kevin Wilson

Project & Studio Management
Matt Toschlog

Additional Production
Tom Rigas

Special Thanks
Daniel Behrns
Dave Bollesen
Chad Christopher
John Donham
Jacob Emberton
Yoshi Florida
Phillip Frantzis
Thomas Jakobsen
Douglas Maclennan
Mary Ann Muir
Jason Page
Jason Votavaa
Clavia Musical Instruments
Pluto Post
Roland Corporation
All our friends and families

Voices

Cast
Matt Levin
. . . . . .*Nevin*
Michael Bell
. . . . . .*Echo*
Robin Atkin Downes
. . . . . .*Paavo*
Jamie Alcroft
. . . . . .*Stome*
Debi Mae West
. . . . . .*Arana*
Nika Futterman
. . . . . .*Kess*
Don Gibb
. . . . . .*Gherran*

Casting and VO Production
Blindlight

Casting and Voice Direction
Dawn Hershey, C.S.A.

Dialogue Editing
J. David Atherton

Recording
Digital Sound Works

Intro Movie by Kleiser-Walczak

Executive Producer
Rich Kempster

VFX & Animation Supervisor
Terrence Masson

VFX Producer
Patrick Mooney

Art Director
Jon Townley

Lighting Lead
Leo Quiles

Character Set-Up & Animation Lead
Erik Paynter

Facial Set-up & Animation Lead
Derald Hunt

Modeling, Texturing, Scene Lighting
Michael Comly
David Kintner

Particle FX
Ari Rubenstein
Jordan Abeles
Ben Hawkins

Compositing
Ed Mendez

Modeling
Travis Pinnsonault

Editorial
Slavica Pandzic

Systems
Joel Feder

Published by THQ

Product Development

Executive Vice President—Worldwide Studios
Jack Sorensen

Vice President—Production
Philip Holt

Director—Creative Management
James Boone

Director—Project Management
Richard Browne

Creative Manager
Andy Abramovici

Associate Creative Manager
Michael Motoda

Project Coordinator
Jason Garwood

Project Manager
Raphael Hernandez

Marketing

Senior Vice President—Worldwide Marketing
Peter Dille

Director, Global Brand Management
Alison Quirion

Product Marketing Manager
Monica Guerra Robinson

Marketing Coordinator
Damian Garcia

Creative Services

Director—Creative Services
Howard Liebeskind

Senior Manager—Creative Services
Kathy Helgason

Packaging Design
Origin Studios

Manual Writer
Rusel DeMaria

Media Relations

Director of Media Relations
Liz Pieri

Media Relations Manager
Reilly Brennan

Media Relations Manager
Kathy Mendoza

Media Relations Coordinator
Kyle Walker

Quality Assurance

Lead Tester
Byron Guerrero

Testers
Nars Del Rosario
Stephen Detoma
Brent Doshier
Terrence Keller
Ryan King
Chris Kuhlman
Shinyan Liu
Alfred Ocampo
Trevor Pierson
Bridget Roy
Brian Turner
Peter Svenkerud
Michael Wagner

First Party Submission Specialist
Ian Sedensky

First Party Testers
Jason Tani
Lori Arrowood
Robin Scofield

QA Technician
Mario Waibel

QA Database Administrator
Jason Roberts

QA Manager
Monica Vallejo

Director of Quality Assurance
Jeremy S. Barnes

limited warranty

Warranty and Service Information
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **46023**. Please use this code to identify your Product when contacting us.

Limited Warranty
THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier

devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning
Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

AVAILABLE FALL 2003

SPHINX

AND THE CURSED MUMMY™

TEEN
T
CONTENT RATED BY ESRB

Fantasy Violence

PlayStation®2

THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301

Alter Echo™ — © 2003 THQ Inc. Developed by Outrage Games. Alter Echo, Outrage, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners.

Sphinx and the Cursed Mummy © 2003 Eurocom Developments, Ltd. Sphinx and the Cursed Mummy, Eurocom and the respective logos are trademarks and/or registered trademarks of Eurocom Developments, Ltd. Exclusively licensed to and published by THQ. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

Licensed for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

THQ®

WWW.THQ.COM